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14. The computer readable medium of claim 13 and wherein the method further comprises:
executing the code identified by the unique name.
15. The computer readable medium of claim 13 wherein the code comprises low level
computational constructs.
16. The computer readable medium of claim 13 wherein further nodes comprise a
hierarchical tree of nodes, each identifying a programming intent.
17. A method of handling data, the method comprising:
reading a first node that expresses a programming intent;
identifying a further node based on the first node, wherein the further node contains data;
and
identifying a unique name for code associated with the programming intent.
18. The method of claim 17 and wherein the method further comprises:
executing the code identified by the unique name.
19. The method of claim 17 wherein the code comprises low level computational constructs.
20. The method of claim 17 wherein further nodes comprise a hierarchical tree of nodes
identifying a programming intent.
21. A data structure stored on a computer readable medium, the data structure comprising:
a first node representative of a programming intent;
a second node having data, the first node having a unique identifier of the second node;
and
wherein the first node uniquely identifies code for implementing the programming intent.
22. The data structure of claim 21 wherein the further nodes comprise a hierarchical tree of
nodes representative of programming intent, and each node uniquely identifying code for
implementing their respective programming intents.

104050-54E060